



STAR TREK™ ASCENDANCY

PLAYER EXPANSION SET



**BREEN CONFEDERACY
RULES**

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species working together. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing. As the Romulans say, "Never turn your back on a Breen."

EXPANSION COMPONENTS

This set includes everything you need to add the Breen to your games of *Star Trek: Ascendancy*. The set includes:

- 10 New Exploration Cards
- 10 New System Discs, including Breen
- 30 Breen Ships with 3 Fleet Markers & Cards
- 10 Breen Control Nodes
- 15 Breen Advancements
- 3 Breen Trade Agreements
- Breen Turn Summary Card
- Breen Command Console with 2 sliders
- 19 Resource Nodes
- 77 Tokens & 27 Space Lanes

ADDING THE BREEN TO YOUR GAME

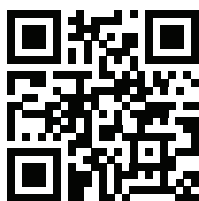
To integrate the Breen into your games of *Star Trek: Ascendancy*, shuffle the 10 new Exploration Cards into your Exploration Deck and add the 9 System Discs (other than Breen) into the mix of System Discs.

Adding the Breen to your game increases the number of possible players by 1. Each additional player adds about an hour to the game's duration. The Breen player begins with a fully-developed Home System with 3 Ships on it as normal.

BREEN TERRITORY

Breen Territory consists of all Systems Connected to the Breen Home System (whether or not the Breen player Controls it) through a chain of Systems that the Breen player Controls. A System Adjacent to Breen Territory is a System connected to Breen Territory by a single Space Lane. Since a player cannot Control a Phenomenon, Systems separated from Breen by a Phenomenon are not in Breen Territory.

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COMMAND CONSOLE

Like the three factions included in the core set, the Breen have a unique Command Console with two Special Rules that apply to the Breen.

ISOLATIONISTS

The mysterious Breen seem largely uninterested in establishing relationships with other civilizations.

Breen cannot give or hold Trade Agreements with a player unless that player Controls a System Adjacent to Breen Territory.

Breen Territory is Breen and all Breen-Controlled Systems connected to Breen through a chain of Systems that the Breen player Controls.



Portas V is Adjacent to Breen Territory.

Silwaan Prime is Controlled by the Breen, but is not in Breen Territory since it is connected to Breen through a System that the Breen do not Control.

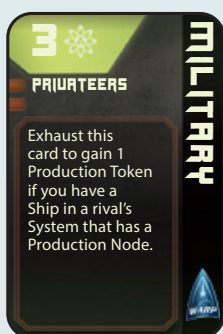
TERRITORIAL

The Breen react violently to incursions into their territory, as the Klingons discovered to their cost.

Breen Ships may reroll all failed To Hit Rolls while they are in Breen Territory.

BREEN TACTICS

The Breen are deeply suspicious of other civilizations and prefer to keep to themselves. Since most of their advancements work best in Breen territory, a Breen player will want to expand slowly and cautiously, keeping their civilization compact and well defended. Their deep-strike fleet and privateers, especially combined with cloaking devices and energy-damping weapons, allow them to conduct destructive (and often profitable) raids against other civilizations. Carefully planned, these can be a low-risk way of war, since your opponents will be very cautious about entering Breen territory to get revenge.



CREDITS

GAME DESIGN

Andrew Haught
Phil Yates

PRODUCERS

Peter Simunovich
John-Paul Brisigotti

GRAPHIC DESIGN

Katie Dillon
Emily Harwood

3D DESIGN

Charles Woods

ACKNOWLEDGMENTS

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PLAYTESTERS

Ian Burgos, Peter Katelaan, Leonard Landrey,
Stuart Lapwood, Dean Webb

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